SNS-ZL-USA-1

INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Thank you for selecting the Legend of Zelda® A Link To The Past® Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

This Game Pak has a battery backup function to record the progress of the game.
WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost. See page 25 for details on how to save data.

KIDS TO ADULTS K-A RATED BY

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THE LEGEND OF ZELDA®
– A LINK TO THE PAST® –

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The Legends of Hyrule

To set the stage for this adventure of the legendary Hero of Hyrule, it will be informative to delve into the Triforce myth, an ancient epic about the creation of the world that is still believed in the land of Hyrule. Every culture has such myths and theories about the creation of their worlds, and it can be beneficial and entertaining to examine them in detail, for they often affect the present day social structure. The legends say the mythical gods of Hyrule had as their chosen people the Hylia. These ancient people left scrolls that are the primary source of the legends.

The Creation Of Hyrule

According to the Hylian scrolls, the mythical gods descended from a distant nebula to the world that was and created order and life. The God of Power dyed the mountains red with fire and created land. The God of Wisdom created science and wizardry and brought order to nature. And the God of Courage, through justice and vigor, created life – the animals that crawl the land and the birds that soar in the sky. After the gods had finished their work, they left the world, but not before creating a symbol of their strength, a golden triangle known as the Triforce. A small but powerful portion of the essence of the gods was held in this mighty artifact, which was to guide the intelligent life on the world of Hyrule.

Although it was an inanimate object, the Triforce had the power to bestow three titles which gave the person who received them great powers: "The Forger of Strength", "The Keeper of Knowledge", and "The Juror of Courage". From its hiding place in the so-called Golden Land where the gods placed it, the Triforce beckoned people from the

outside world to seek it in the hope that someone worthy of these titles would find it.

With their magic infused blood, the Hylian people were endowed with psychic powers and skill in wizardry. It was also said that their long, pointed ears enabled them to hear special messages from the gods, so they were held in high esteem by many people in Hyrule. Their descendants settled in various parts of the world and passed on their knowledge and magical lore to all people. But in its passing, the lore was often distorted or lost altogether.

Gates To The Golden Land

In Hyrule, there are many Hylian buildings which are mentioned repeatedly in the legends. These buildings, which now lie in ruin, pale shadows of their former splendor, are closely tied to the Triforce. Some were said to house the Triforce itself.

If it were only a symbol of the gods, the Triforce would be coveted by many. But a verse from the Book Of Mudora (a collection of Hylian legends and lore) made the Triforce even more desirable:

In a realm beyond sight,
The sky shines gold, not blue.
There, the Triforce's might
Makes mortal dreams come true.

Many aggressively searched for the wish-granting Triforce, but no one, not even the Hylian sages, was sure of its location, the knowledge had been lost over time. Some said the Triforce lay under the desert,

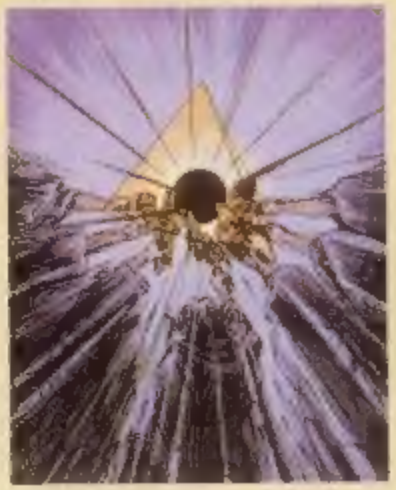
others said that it was in the cemetery in the shadow of Death Mountain, but no one ever found it. That yearning for the Triforce soon turned to lust for power, which in turn led to the spilling of blood. Soon the only motive left among those searching for the Triforce was pure greed.

One day, quite by accident, a gate to the Golden Land of the Triforce was opened by a gang of thieves skilled in the black arts. This land was like no other. In the gathering twilight, the Triforce shone from its resting place high above the world. In a long running battle, the leader of the thieves fought his way past his followers in lust for the Golden Power. After vanquishing his own followers, the leader stood triumphant over the Triforce and grasped it with his blood- stained hands. He heard a whispered voice: "If thou hast a strong desire or dream, wish for it..." And in reply, the roaring laughter of the brigand leader echoed across time and space and even reached the far-off land of Hyrule. The name of this king of thieves is Ganondorf Dragmire, but he is known by his alias, Mandrag Ganon, which means Ganon of the Enchanted Thieves.

The Imprisoning War

I do not know what Ganon wished for from the Triforce. However, in time evil power began to flow from the Golden Land and greedy men were drawn there to become members of Ganon's army. Black clouds permanently darkened the sky, and many disasters beset Hyrule. The lord of Hyrule sent for the Seven Wise Men and the Knights Of Hyrule, and ordered them to seal the entrance to the Golden Land.

The Triforce, being an inanimate object, cannot judge between good and evil. Therefore, it could not know that Ganon's wishes were evil; it merely granted them. Suspecting that Ganon's power was based on the Triforce's magic, the people of Hyrule forged a sword resistant to magic which could repulse even powers granted by the Triforce. This mighty weapon became known as the blade of evil's bane, or the Master Sword. It was so powerful that only one who was pure of heart and strong of body could wield it. As the Seven Wise Men searched for a valiant person to take up the Master Sword, Ganon's evil army swarmed from the



tainted Golden Land into Hyrule and attacked the castle. The wise men and the Knights Of Hyrule combined forces to wage war on this evil horde.

The Knights took the full brunt of the fierce attack, and although they fought courageously, many a brave soul was lost that day. However, their lives were not lost in vain, for they bought precious time for the Seven Wise Men to magically seal Ganon in the Golden Land. All of Hyrule rejoiced at the victory that upheld peace and order over Ganon's evil and chaos. This war, which had claimed many lives, became known as the Imprisoning War in stories told in later centuries.

The Coming Of The Wizard

Many centuries have passed since the Imprisoning War. The land of Hyrule healed its wounds and the people lived in peace for a long time. Memories of the vicious Imprisoning War faded over the generations...

So it is no surprise that no one was prepared for the new disasters that have recently struck Hyrule. Pestilence and drought, uncontrollable even by magic, ravaged the land. The king of Hyrule, after council with his sages, ordered an investigation of the Imprisoned Dark World (as the Golden Land had come to be known) but the wise men's seal was apparently intact. He offered rewards for anyone who could find the source of these troubles. In answer to these summons a stranger named Agahnim came and quelled the disasters with a previously unseen form of magic. As a reward, the king gave him a new position as chief advisor and heir to the Seven

Wise Men. The masses proclaimed him their hero. Peace had returned to Hyrule... or had it?

Of late, rumors have traveled their whispering path with alarming frequency. Rumors saying Agahnim now rules the country with his magic... Rumors of strange magical experiments in the castle tower at night... The people of Hyrule were gripped by dread.

Prologue

One night, a girl's voice awakens you from your sleep.

She telepathically pleads.

You jump out of bed not knowing whether the voice was part of a dream or reality. Upon leaving your bed, you find your uncle, who should be fast asleep at this time, preparing to go out, garbed for battle.

"I'll be back by morning," he says as he departs. "Don't leave the house."

You watch him leave with the family sword in hand and shield on arm. This is a night like no other... Who is Zelda? Where had your uncle gone and for what reason?

And so, on an ill-fated night, a new chapter in the legend of Hyrule's hero begins— a new chapter in The Legend of Zelda!

Your Quest As The Legendary Hero

The Golden Land of the Triforce has become a Dark World corrupted by Ganon's evil wishes. However, this is not enough for Ganon; he also wants to make Hyrule, the Light World, his own. To do this, he needs to break the Seal Of The Seven Wise Men.

But he cannot do this with his power alone. He must also use the life force of the descendants of the Seven Wise Men. With Agahnim the wizard as his pawn, this is about to become a reality (thus the late night experiments in the castle tower...).

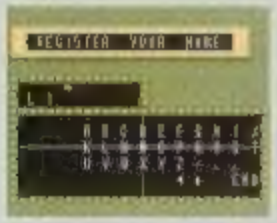
You, as the legendary Hero of Hyrule, must enter the Dark World on a quest to save the maidens that Agahnim has sent there. The aim of the game is to solve the many mysteries and adventures that await you along the way to rescuing the maidens, defeating Ganon, and returning peace to Hyrule.

1. Before Starting the Game

To begin your quest, insert the Game Pak into the Super Nintendo Entertainment System® and turn the power ON. The title screen shown on the right will be displayed, followed by the story introduction. Press the A, B, X, Y, or START button to display the screen below.

PLAYER SELECT SCREEN

The Game Pak can save data for up to three players. When you first start playing the game, select any one of the three files (as displayed on the left), and input your name. First, move the faerie cursor using the ✣ Control Pad or SELECT button, then press the A, B, X, Y or START Button.



Next, input your name at the Register Your Name Screen. Move the cross hairs using the ✣ Control Pad to select the letters of the alphabet, and press the A, B, X, or Y button to input the letter. Finally, place the cross hairs on END or press the START Button to input the name. Up to six letters can be input. Now the player's picture, name and Heart Containers (which represent the amount of life-force you have) are displayed in the Player Select Screen. Select this file again to start the game. From now on, data will be saved in this file during the game. (See page 25 for more details about saving your game.)

ERASE PLAYER

When you want to start a new game but all three files have data in them, you have to erase the data in one of the files. Select ERASE PLAYER on the Player Select screen to display the message "WHICH PLAYER DO YOU WANT TO ERASE?" Now select a file that you no longer need. If you have changed your mind, select "QUIT." If you really do want to delete the file, select "ERASE THIS PLAYER." Remember, once you select "ERASE THIS PLAYER" the data cannot be recovered.

COPY PLAYER

When you want to transfer one player's data to another file, select COPY PLAYER to display the message "WHICH?". Select the file that you want to copy. Next, the message "TO WHICH?" will be displayed, so select the file you want to copy to. Select "COPY OK" to transfer, or "QUIT" to leave the file as it is. Remember that if you copy to a file that already has data in it, you will replace the data in the target file.

2. Viewing the Main & Sub Screens

This game is played using two types of screens: the Main Screen and the Sub Screen.

MAIN SCREEN

This is the screen where the action takes place.

1 Magic Meter — This green meter shows how much Magic Energy you have. (See page 27.)

2 Item Display — This box displays the item that you currently have ready to use. Press the Y Button to activate the item shown here.

3 Rupees — This shows how many Rupees (the currency of Hyrule) you have. You can have up to 999 rupees.

4 Bombs — This shows how many bombs you have. You start off with the ability to carry 10 bombs.

5 Arrows — This shows how many arrows you have. (these are the ammunition for the Bow). You start off with the ability to carry 30 arrows. If you do not have the bow, you cannot use the arrows, but you can still carry them.

*You can raise the maximum amount of bombs and arrows you can carry during the game.

6 Small Key — This is the key that opens the doors in the dungeons. Small Keys can only be used in the dungeon they are found in. (See page 35.)

7 Heart Containers — This displays the extent of your life-force with Heart Containers. If you are hurt, your Heart Containers will empty. If all your Heart Containers are empty, the game ends. (See page 28.)

SUB SCREEN

Press the START button to switch to this screen when you want to change the item you have ready or check your status. When you use the Sub Screen, the action will be temporarily paused. Press the START Button again to return to the game.

1 ITEM Window — The Y Button-controlled items you discover during the game are shown in this window. Use the cursor to select the item you want to use. (See page 20.)

2 Item Name — The name and picture of the item currently ready for use shows in this window.

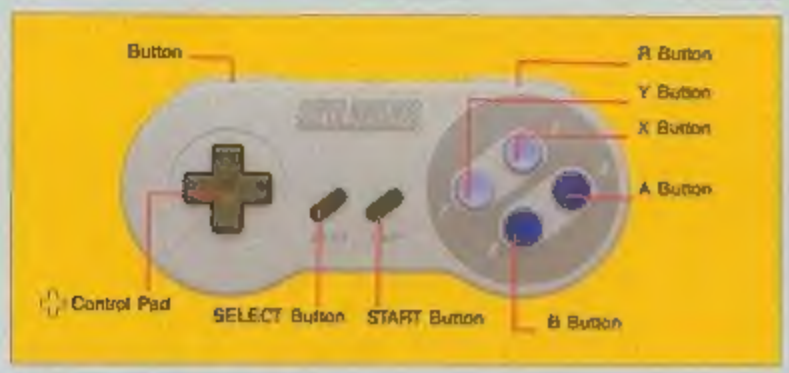
3 DO Window — This window tells you what actions you can perform with the A Button.

4 Pendants — When you defeat the evil master of a dungeon, you will receive a Pendant or some other special item. This window keeps track of how many Pendants you have. (You will have to collect something different in the Dark World.) You must collect all of these items to finish the game and restore peace to Hyrule.

5 Equipment — This window tells you the status of your weapons, shield and armor. (See page 23.)

6 Dungeon Items/ Broken Hearts — Each dungeon has a unique set of treasures: a Map, a Compass and a Big Key. If you find them, they are displayed here while you are inside the dungeon. (See page 32.) If you outside, it will show how many Pieces Of Heart you have collected. (See page 28.)

3. Using the Controller



Control Pad **Player Movements**

With the Control Pad you can move your character in eight directions including up and down stairs. This also moves the cursor.

SELECT Button **Ending a Game**

The SELECT Button lets you end the game and save data. (See page 26.)

START Button **Selecting Items**

Press the START Button to switch to the Sub Screen. You can then select items to be used with the Y Button or check the status of your equipment. (See page 20.)

X Button **Viewing the Maps**

Press the X Button to view the overworld map or the dungeon map. (See page 21.)

A Button **Holding and Running**

The A Button can be used for a variety of actions, including picking up objects, running, talking, swimming, reading, grasping, and opening chests. (See page 15.)

B Button **Swinging the Sword**

The B Button lets you swing the sword to attack enemies. This button also confirms choices made on the Player Select screen and Game Over screen. (See page 17.)

Y Button **Using Items**

The Y Button activates various items for attack, defense, magic and movement. (See page 19 & 37.)

See the explanation of each button for details.

The Control Pad • Moving Your Character

The Control Pad moves your character on the screen. There are many hidden secrets in the land of Hyrule, so you will have to search every nook and cranny to find everything.

Walking

Your character will walk in the direction that the Control Pad is pressed. He can walk in eight directions: up, down, left, right, and at four angles in between.

Leaping Down

It is possible to leap off of ledges in the overworld and dungeons as long as there is no obstacle at the edge. Leaping down is often a short cut and is the only way to reach some areas. Walk to the edge and press the Control Pad in the direction you want to leap.

Pushing

Some blocks and stone statues in the dungeon can be pushed around. Move your character next to the block or statue you want to move, and press the Control Pad in the direction that you want to push the object.

A Button • Action

There are seven types of action that can be performed with the A button. The main ones are as follows:

Running and Hitting Objects

If there are no obstacles directly in front of you, hold down the A Button for about one second to make the player run (in four directions only). When the player is running he will automatically draw his sword. Press the Control Pad in a different direction to stop running.

NOTE: You can only run if you are wearing the Pegasus Shoes. (See page 17.)

If you run into certain walls, you may make a break them down, and if you crash into objects such as trees, hidden things might fall from the branches.

Lifting and Throwing

Position your character next to the object you want to pick up and press the A Button. Press either the A or B Button to make the player throw the object (four directions only). If the object hits an enemy, it will cause the enemy damage.

At the beginning of the game you can only pick up bushes and pots, but during the game you can increase your strength and pick up large boulders and other objects. Note that you cannot use the sword or other items when holding an object. (See page 24.)

Opening (Treasure Chests)

If you find a treasure chest, position your character in front of it and press the A Button to open it. If you open a chest, the treasure inside is yours.

Swimming

If you find Zora's Flippers, you can swim. Hold down the Control Pad in the direction you want to make your character swim and press either the A, B, or Y Button. When you are swimming, you cannot use the sword or any of the items.

Talking

If you approach a villager and press the A Button, you can hear what they have to say. If the message is long, you can press the A, B, X or Y Button to make the rest of the message appear quickly.

Reading

Face the signs and monoliths and press the A Button to read the letters written on them. Also press the A Button to listen to the elder's telepathic message that comes from the magical Corner Stone of the dungeon.

Grasping and Pulling

Touch an object and press against it with the Control Pad while holding the A Button to grasp it. Then press the Control pad in the opposite direction to pull the object. Of course, you cannot pull everything, but you can certainly try pulling objects in the dungeons, like levers and statues.

The actions available using the A Button are displayed in the DO Window of the Sub Screen. Check the actions in this area during the game when you are not sure of the available actions. Note that RUN and SWIM will be displayed when you receive the Pegasus Shoes and Zora's Flippers. LIFT will change to LIFT. 2 and LIFT. 3 when you increase your lifting strength.

B Button • Swinging the Sword

Swordsmanship will serve you well in defeating the many enemies you encounter. The more sword techniques you master, the better you will be able to deal with the many monsters you will meet.

Normal Sword Blows

Press the B Button to swing the sword. The faster you press the B Button, the more rapidly you will swing your sword.

Whirling Blade Technique

Hold down the B Button for about two seconds to focus your power in the blade. Once the sword is charged, you can release the B Button at any time to execute a whirling attack that will affect any enemies nearby. This awesome attack can be used to attack an enemy standing behind you.

Dashing Attack

When you have the Pegasus Shoes you can run with your sword drawn. If enemies happen to be standing in front of you, you can hit them as you run past. Hold down the A Button for a second to build up speed, then you're off!

Sword At The Ready

If you hold down the B Button, you will hold your sword in a ready position. You can then use the ✣ Control Pad to move your character in any direction. If you come upon an object your sword can cut, such as a bush, you will automatically mow it down. Try this with a row of bushes.

Beam Attack

When your sword's power level is two or more and all your Heart Containers are full, you can launch a beam from the tip of the blade. This bolt of energy can be used to attack enemies at a distance. (See page 23.)

If no button is pressed, your character will have his shield ready. You can use the shield to protect yourself from a frontal attack such as arrows fired by the enemy. (The shield will not protect you from all attacks.)

Y Button • Using Items

The items you have collected can be used by pressing the Y Button. (See the item explanations on pages 37 and 41 for details.)

Use Your Items Carefully!

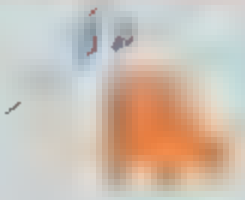
Flute

What is the mysterious power of the Flute's music? Once you have found the Flute Boy's avian friend, you can use the Flute to summon him to take you to eight different locations in Hyrule.

Once you have found the Flute Boy's bird, play the Flute and you will see the screen on the right. Press the ✣ Control Pad to select a number from 1 to 8 for the place you want to go, then press either the A, B, X or Y button to go there.

The Staff of Byrna and the Magic Cape

Press the Y Button to activate the Staff of Byrna or the Magic Cape. Press the Y Button again to deactivate the items. Both of these items use Magic Power in proportion to the amount of time they are used. If you use all of your Magic Power, the items will automatically deactivate.

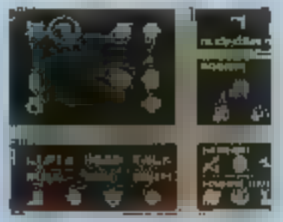


*If you have already used all your Magic Power, or you have an insufficient amount, these items cannot be used.

How to Select Items

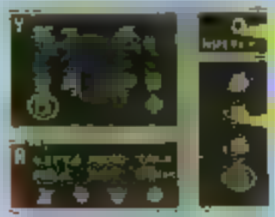
You can select an item for use with the Y Button in the ITEM Window of the Sub Screen.

Press the START Button to see the Sub Screen and then use the ✣ Control Pad to move the circular cursor in the ITEM Window to select the item you want. The item you select will appear in the top right corner of the screen. Press the START Button again to return to the Main Screen.



How to Select Bottles

It is possible to collect four Magic Bottles. If you want to use the contents of a bottle, you have to select the bottle you want. Align the cursor with the bottle in the Item Selection window to display the screen [illegible].



The bottle currently selected and the name of its contents will be displayed in this window.

All of your bottles are shown in this window. Press Up or Down on the ✣ Control Pad to align the cursor with the bottle you want to select.

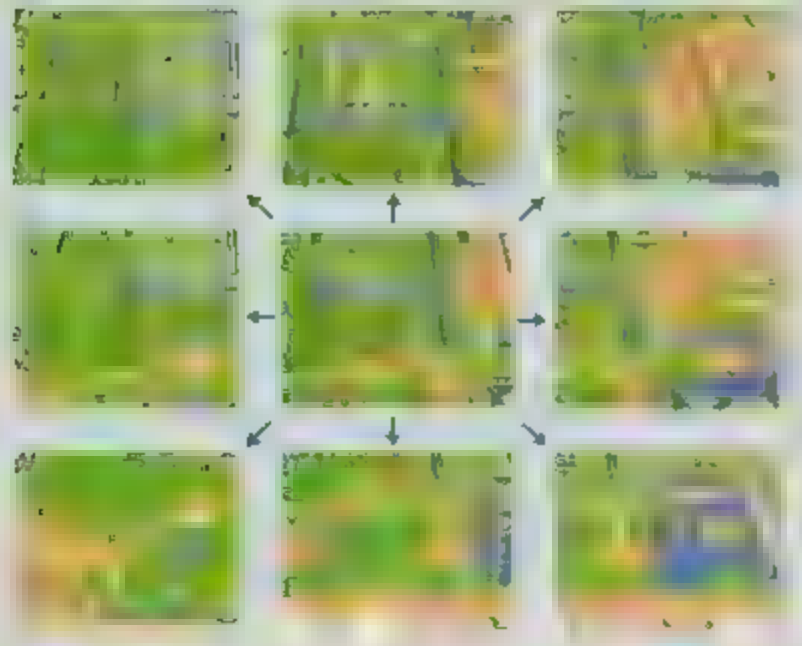
*If you do not want to select a bottle, press Left or Right on the Control Pad to move the cursor back to the ITEM Window.

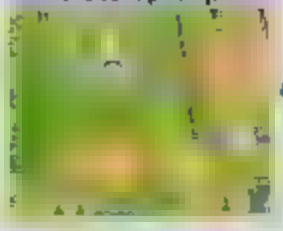
X Button • Viewing Map Screens

The automatic mapping feature will help you explore Hyrule by showing your current position and your next destination.

Close Up Map Screen

If you press the X Button when you are in the overworld, your surroundings will be displayed from an overhead view. You can scroll to another portion of the map by pressing any direction on the Control Pad.



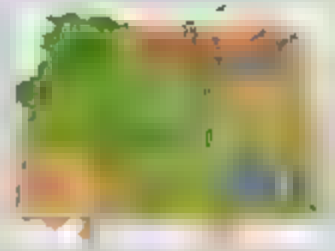


Switch between the two maps using the L and R buttons.

Complete Map Screen

If you press the X Button again from the Close Up Map Screen, you can view the Complete Map of Hyrule.

A symbol representing your character and your next destination (usually a dungeon) flash on the Map screens. When you are not sure where to go next, take a look at the Map screens, and head for the recommended place. If you use the Magic Mirror, the warp point you created will also be shown on the Map Screens.



You can also view the same Map Screens in the Dark World. Hyrule (the Light World) and the Dark World look alike but have subtle differences. Find the differences between the two maps, and you can solve many mysteries of both worlds. From the Complete Map Screen, press the X Button once again to return to the Main Screen. Press the L or R button to switch between the Close Up and Complete Maps. Note that when you are in the dungeons, you can view the dungeon map by pressing the X Button. (See page 33.)

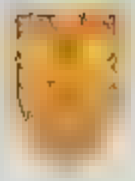
*You cannot view the Map Screens when you are in a house or a cave.

4. Heroic Equipment

Your character can become stronger by finding and using magical equipment. It is essential to be well armed for attack and defense when taking on the many powerful enemies you will encounter.

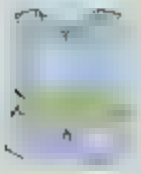
Sword

The sword has four potential levels of power. You can see what level your sword is currently at by looking at the number next to the sword symbol on your Sub Screen. Your first goal is to obtain the Master Sword, which is power level two.



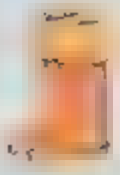
Shield

The shield has three potential levels of power. Your first shield can only fend off the enemy's arrows, spears and rocks. If you improve your shield or find a better one, you can defend yourself against different attacks.



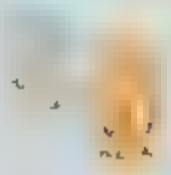
Armor

You start off wearing a suit of green cloth which hardly protects you at all. During your adventure, you will find the Blue Mail and the Red Mail. These suits of armor reduce damage from enemy attacks by 25% and 50% respectively.



Pegasus Shoes

This magic footwear has been handed down by the family of one of the Seven Wise Men. If you wear these shoes, you can run incredibly fast. You will get the Pegasus Shoes from the wise man Sahasrahla.



Power Glove and Titan's Mitt

If you wear these gloves, you can pick up objects such as rocks that you cannot lift with your bare hands. If you can get your hands in these gloves, try lifting a few things.

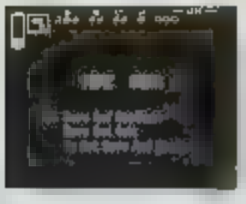
Zora's Flippers

These Flippers belong to Zora the man-fish whose domain is the wet blue yonder. They are a necessity -- you cannot swim without them (if you try swimming without the Flippers you will be returned to land). To get through this adventure, you must get your feet wet, so find the Flippers as soon as possible.

Moon Pearl

People who enter the Dark World are transformed into a shape that reflects what is in their hearts. You can prevent this by obtaining the Moon Pearl, which protects its bearer from the power of the Triforce.

5. Ending and Saving the Game



If all of your Hearts are empty (from damage taken from enemy attacks, etc) your game will be over. When the game is over, you can select one of the following three commands

Save and Continue

Use this command at the game's end if you want to save your progress and continue playing. The starting points when restarting the game are as follows

Game Over Location	Restart Location
Dungeon and sewers of Hyrule Castle (up to rescuing Zelda)	The halfway point between the dungeon and the sewer passageway
Out and about in Hyrule (after rescuing Zelda)	• Player's House • Sanctuary • The Mountain Cave (select one of these three)
Out and about in the Dark World	The Dark World pyramid
In the dungeons	The dungeon entrance

*If you select the Mountain Cave, the game will start inside of the cave with the old man on Death Mountain

Save and Quit

Use this command when you want to save a game and quit (the game will return to the title screen). Note that if you use this command when your game ends in the dungeon, you will not restart the game at the entrance to the dungeon, as it would if you used the save and continue command. (NOTE: The location of any warp points created by the Magic Mirror will not be saved.)

Continue without Saving

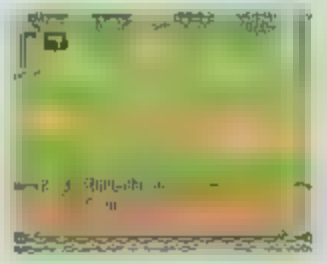
Use this command to continue the game without saving your possessions (the data saved in your character's file will not be changed). This allows you to essentially try again

*If you want to alter your selection from the save status, press the RESET Button

*In all of these cases, when you restart the saved game later, your Hearts will only be from 50% to 75% full (when you have four or more Heart Containers.)

If you have to stop the game suddenly, or you have exhausted your magical power or items and are unable to deal with the enemy at hand, press the SELECT Button to bring up the option to stop the game and save it

When you press the SELECT Button, the screen on the right will be displayed. Select Save and Quit using the Control Pad, and press either the A, B, X, or Y Button to return to the title screen. You can also use this screen to pause the game. Select Continue Game to resume play

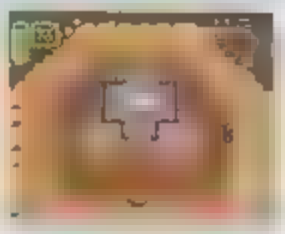


*If you run out of Magic Power in a dungeon, you can return to the dungeon entrance using the Magic Mirror, so think about what is best before using the Save and Quit command

6. Life and Magical Power

Restoring Life

You can refill Heart Containers that have been lost in battle by finding small hearts. Each small heart refills a Heart Container. Small hearts sometimes appear when you defeat an enemy and can also be found in bushes and pots. Also, if you can capture one of the little faerie that inhabit Hyrule, you will get seven hearts. If you find the elusive Faerie Queen, she will restore all your lost hearts. During a long adventure, it is a good idea to remember where faeries live.

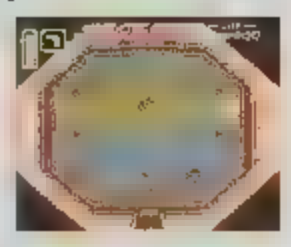


Restoring Magical Power

You can restore Magic Power, which is used to power different magic items, by finding Magical Decanters. These Magical Decanters come in two sizes, big and small. A big Decanter completely refills your magic meter, and a small one restores one eighth of your magic meter. As with small hearts, you can also get these from enemies you defeat. During the game, you can set the level of Magic Power consumption at 50%, effectively doubling the amount of Magic Power you have.

The Magic Shop

You can restore life and magical power by using magic potions. The Magic Shop in the north east of Hyrule sells a variety of such potions, but you cannot buy them unless you have a bottle to carry them in.



Green Potion — 60 rupees

This completely restores your Magic Power.

Red Potion — 120 rupees

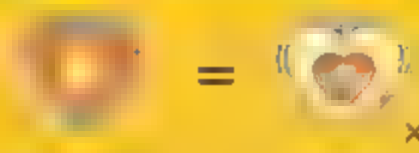
This refills your Heart Containers.

Blue Potion — 160 rupees

This completely restores both hearts and Magic Power.

Heart Containers and Pieces Of Hearts

At the start of a game, your character has only three Heart Containers, but you can find many more during your adventures. You will find one of these Heart Containers in Sanctuary, and you will receive the others one by one as you defeat the dungeon keepers. Pieces Of Heart Containers are hidden all over Hyrule. If you collect four Pieces Of Heart, you will gain one full Heart Container. If you manage to collect all the Heart Containers, you will have 20 hearts in your life gauge.



Heart Container — Piece Of Heart

You can see how many Pieces Of Heart you have on the Sub Screen.

7. Lore Of Hyrule

Hyrule is full of ancient secrets and unusual life forms. No one should venture into its wilderness without some preparation, so read some background lore before you set out on your adventure.

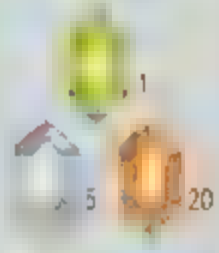
Bushes

You will find Rupees and Hearts hidden away in these bushes. Cut them down or pull them up to reveal the hidden items.

Rupees

The people of Hyrule use precious stones called Rupees as currency. There are three different kinds of Rupees.

Green rupee = 1 rupee
Blue rupee = 5 rupees
Red rupee = 20 rupees

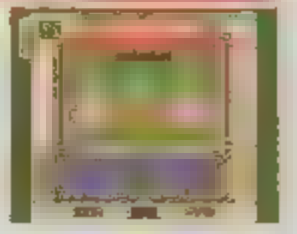


Shop

In this store in the southeast of Hyrule you will find the Red Potion of Life, Hearts and Bombs for sale. When you have some spare Rupees to spend, you should drop into the shop and take a look. Rumor has it there is a similar shop in the Dark World.

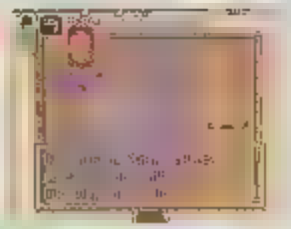
The Fortune Teller's House

You can talk to the Fortune Teller to have your fortune read. This information can give you an idea of what to do next. You should have your fortune read as many times as possible. The cost of each session changes with the mood of the Fortune Teller. (The Fortune Teller will also heal your wounds as an extra bonus.)



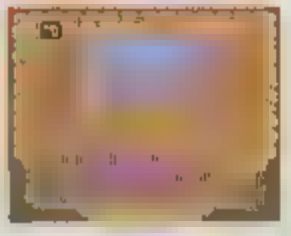
Smithy's Shop

The blacksmith lives just a little to the east of Kakariko Village. With his metal-working skill he can improve even the mighty Master Sword. However, he cannot do it himself, and his partner is now missing.



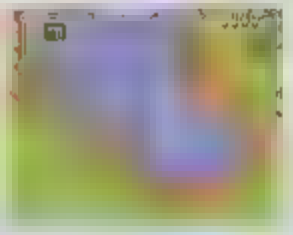
Pond Of Happiness

The Mysterious Pond is located in the middle of Lake Hylia. Each time you visit, you should throw a few Rupees into the pond. Over time they will add up, and eventually the fountain will bring you happiness.



Whirlpool Waterways

There are six magical whirlpools in the rivers and lakes which connect three warp waterways. If you dive into one of the whirlpools, you will surface in a far away body of water. You can make use of these watery short-cuts once you have Zora's Flippers.



Magical Warp Tiles

There are eight magical tiles which are entrances to the Dark World that was sealed by the Wise Men long ago. Most of these are hidden under objects like boulders. You must find these in order to go to places in the Dark World where you could not normally go.

*Once you have overthrown the wizard Agahnim, you can also enter the Dark World from the entrance of Hyrule Castle.

8. Dungeon Knowledge

To restore peace to Hyrule, you cannot avoid fighting in the dungeons. If you clear all of the dungeons of evil and win the Triforce, you will be recognized as the true legendary Hero of Hyrule.

An evil dungeon keeper lurks in the dark recesses of each labyrinth. When you defeat it, you will receive a Pendant of Virtue or a Crystal. You need to obtain three Pendants before you can wield the Master sword. And one of the missing maidens is trapped inside each of the Crystals.

To simplify things, I will refer to such places as the underground labyrinths, the tower, and the inside of the sanctuary, as "dungeons."

Pendant

There are three Pendants: one carved with the Crest of Courage, another with the Crest of Power, and the third with the Crest of Wisdom.

Crystal

Finding seven Crystals is your goal in the Dark World.

The Treasure Chest and Dungeon Items

In each dungeon you will find many treasure chests with Rupees and other things inside of them. The map, compass and big key are also hidden in the treasure chests. You can only remove the contents of a treasure chest once. Each dungeon also contains a big treasure chest that contains a special item. In some cases, these items will be necessary to get through later dungeons. In any event, special items will help you at some point later in the game. Be sure to find them!

Map

The dungeon map shows the layout of all the rooms in the dungeon and your current position.

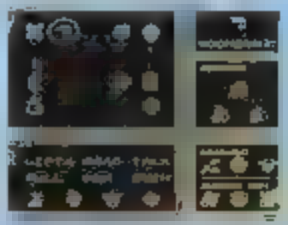
Compass

The compass points out the location of the evil master of the dungeon.

*There is no compass in Hyrule Castle.

Big Key

You will need the big key to open certain dungeon doors and the big treasure chest.

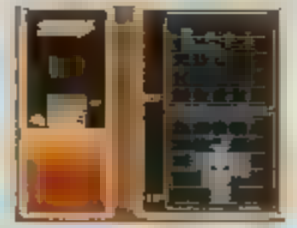


If you find one of these dungeon items, it will be displayed here on the Sub Screen.

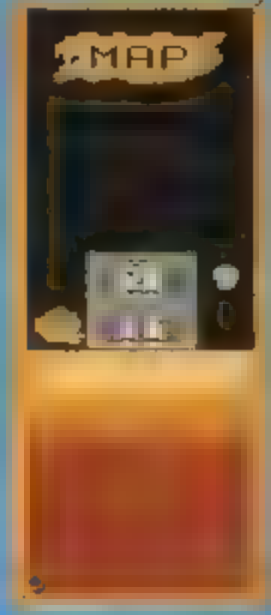
*If you open the big treasure chest, its location will also be shown on the dungeon map.

How to View the Dungeon Map Screen

Press the X Button to view the Dungeon Map Screen. The dungeons are complicated so if you get lost take a good look at the map. Proceed with caution as you make your way through these places.



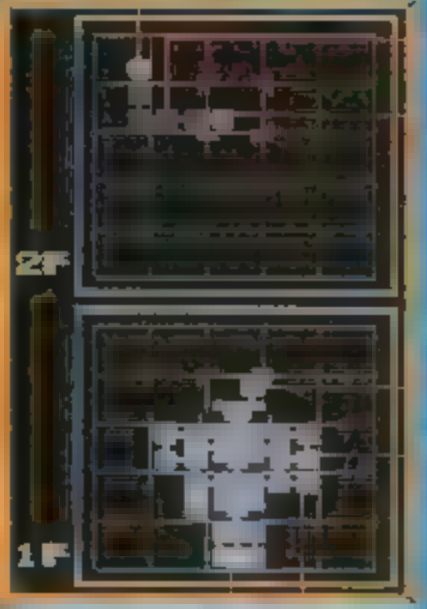
The left window of the Dungeon Map Screen shows how many floors there are in the dungeon. A detailed layout of each floor can be found in the right window of the Dungeon Map Screen. If there are more than three floors to the dungeon, use Up and Down on the Control Pad to scroll to the floor you want. The left window also shows you which floor your character and the dungeon keeper are on. The skull symbol representing the dungeon keeper will not be displayed until you have found the compass.



*Places which have no dungeon keeper, like the caves of Death Mountain, do not have Dungeon Map Screens.

The right screen usually shows only the rooms that you have already explored. If you find the map item, however, rooms that you have not yet been in will be displayed. The brackets on the Dungeon Map Screens are for easy identification of your character's position. The red frame indicates the area that is directly above or below the white frame that the player is inside. (The steps are not displayed inside the dungeon cells.)

Skull Symbol
Dungeon Master's Lair



Dark Blue
Unexplored Rooms

Yellow Mark
Stairs

Flashing Mark
Your Current Position

Big Red Mark
Big Treasure Chest

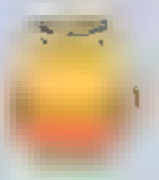
Arrow Mark
Dungeon Entrance

Light Blue
Explored Rooms

Dungeon Contraptions

The dungeons are complicated places full of powerful enemies. Added to this there are traps and mysteries that will give you a headache.

Pots



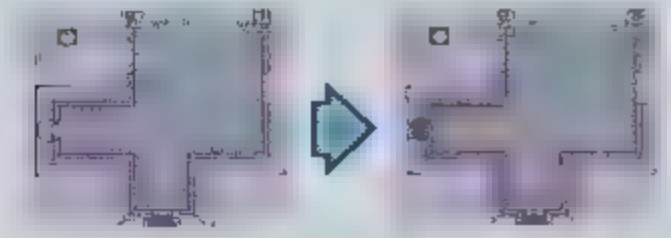
These are scattered throughout the dungeons. These pots come in handy, because you can pick them up and throw them at the enemy to cause damage. You can also find hearts in some pots, and some hold arrows and bombs (note that the contents of a used pot will not be replaced until you leave the dungeon). Also, some pots hide switches that open doors.

Keys and Doors

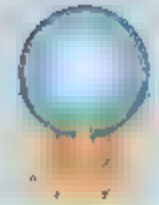
If rooms are divided by a locked door, you will need that door's key. There are two types of keys, small keys and big keys. Small keys can only be used once, but the big key can be used as many times as you like. (The keys of one dungeon cannot be used in another dungeon). On top of all this, there are dead-end doors and doors that can only be opened by switches.

Fragile Walls

Wall and floors with cracks in them can be knocked down with bombs. You can also try to knock down such walls with a dash attack. If you knock down a wall, you can sometimes get into the next room.



Crystal Switches

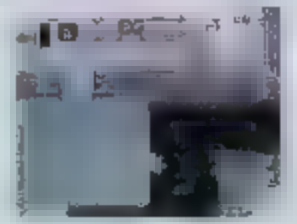


In the dungeons there are blue and orange blocks which rise and fall into the floors. These will often block your path. Strike the Crystal Switch with your sword or some other weapon to make the blocks retract. When the Crystal Switch is red, the orange blocks will retract. When the Crystal Switch is blue, the blue blocks will retract.

*All of the blue and orange blocks in the dungeons react in this way.

Manholes

There are many pitfalls and chasms in the dungeons which typically do not have fences around them. If you stray off the path and fall into a pit, you will sustain damage and return to the entrance of the room. There are also manholes (see below) in the dungeons. If you fall into one of these, you will drop through to the floor below, but you will not sustain damage.



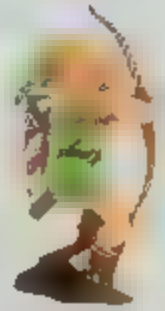
Sustain damage and return to entrance

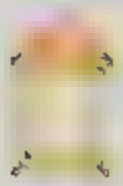
No damage, but drop to the floor below

The dungeons are full of crazy contraptions and perplexing puzzles. You are bound to come across some danger sooner or later, but come what may, you must explore and conquer these places.

9. Item Inventory

The many items which you control with the Y Button are very important to success in your quest. Collect them from helpful people or find them in the dungeons. If you learn the capabilities of all the items and discover the best places to use them, you will no doubt quicken the restoration of peace to Hyrule. The item names in green are items that consume Magical Power.





Lantern

This is the first item you are likely to find in your adventure. The lantern lights the torches in the dungeons and brightens the dungeon rooms. It consumes Magic Power to light the torches, and they go out after a time.

Boomerang

If you hit an enemy with this, it will be stunned for a short time (some enemies will sustain damage when hit by the boomerang). The boomerang can also retrieve distant Rupees and Hearts.

Bomb

A bomb blast will damage enemies and knock holes in some walls, but it will also damage your character if he is too close to the blast. The bomb's fuse will burn for about two seconds, and up to two bombs can be set at a time. You can also pick up a bomb you have placed and throw it before it explodes (be careful!)

Bottle

You can put many things in a bottle and keep them for use at a later point in the game. You can get up to four bottles, which are vital to your success on a long adventure. Obtain these bottles as soon as you can.

Bug Collecting Net

There are bugs and other things hidden away in the bushes and trees. If you time it right, you can catch them with this net and store them in bottles to use later on. You should definitely try to catch many things with this item.

The Book of Mudora

The monoliths left by the Hylian people are inscribed with ancient script. If you find an inscription that you cannot read, use this book and its meaning will become clear.

Bow

The bow is a powerful weapon that can be found in the first palace, but you need arrows to use it. Arrows sometimes appear when you defeat an enemy and sometimes they are hidden in pots. There is a rumor that somewhere in Hyrule you can obtain a silver bow and arrow of even greater strength.

Mushrooms

These sweet tasting, strange smelling mushrooms are an ingredient for making Magical Powder. You can find these while wandering in the Lost Woods.

Magical Powder

This magical concoction has unpredictable effects on certain things. Try sprinkling it on a bush to cause a strange chemical reaction. Its effect on other living things is said to be even stranger.

Magical Mirror

You can use this mirror to escape from the Dark World to the Light World. The portal that is created can also be used as a gate back into the Dark World. But be warned. If the place where you reappear in the Light World is a place where you cannot normally go (such as inside of a wall) you will be forced back into the Dark World. Note that the mirror will also return you to the entrance when used in the dungeon. The Magical Mirror cannot be used in a house or [redacted].

Magic Hammer

Use this hammer to pound stakes and other obstacles into the ground. The magic hammer is also effective against some enemies, but it is best used in conjunction with another weapon.

Hook Shot

This device consists of a long chain with a hook on the end. You can fling the hook into a tree, pot or treasure chest and then pull yourself to the location of the hook by reeling in the chain. This will enable you to cross holes in the ground or other such obstacles. The Hook Shot can also be used as a weapon.

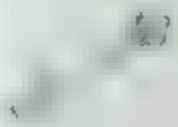
Shovel

Use this to dig holes in the ground. You cannot dig in some surfaces. You need this shovel to find the Flute.

Flute

A lonely lad will give you the Flute, which plays a beautiful but slightly sad melody. When you are granted it, be sure to fulfill the request made of you. If you have the Flute, it will make your long and difficult journey a lot easier.

Ice Rod

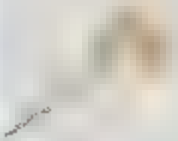


You can use this magic wand to launch a sub-zero blast of air which will quick freeze most enemies. Weaker enemies will be destroyed by this weapon, and even stronger enemies might become solid blocks of ice.

Fire Rod

This rod spits out a ball of fire that will sear most enemies to a crisp. Some enemies are especially vulnerable to fire, so use the Fire Rod wisely. The Fire Rod can also be used like the lantern to light torches, but from a distance.

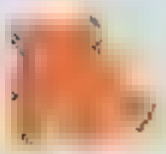
Staff of Somaria



This mystic staff creates blocks formed of pure magic power. These blocks can be thrown or pushed on to the enemy to cause damage. (Power blocks disintegrate if they touch an enemy five times). If you strike a magic block with the Staff it will shatter and the fragments will damage enemies nearby. You will need this Staff to get through the Turtle Rock dungeon in the Dark World.

Staff of Byrna

The beam from this staff surrounds and protects you from all damage. Press the Y Button again to deactivate the wand. Note that this item consumes Magical Power in proportion to how long it is used.



Magic Cape

Your character will turn invisible when he wears this Magic Cape. While hidden from the enemies' view, you can attack them without taking damage. Although the cape is a useful item, it will consume Magic Power while you are using it.

Magic Medallions

Bombos

Only the Hero bearing the Master Sword can retrieve this medal. The magic of this medallion sets off explosive forces around you which engulf the enemy in flames.

Ether

The Ether Medallion charges your sword with a cold chill that freezes the surrounding enemy. The Ether Medallion has the same effect as the Ice Rod but it works against all the enemies on the screen.

Quake

If you drive your sword into the ground when you have this medallion, the earth will come to life and shake violently. Such an attack and the fear it creates are bound to affect the enemy.

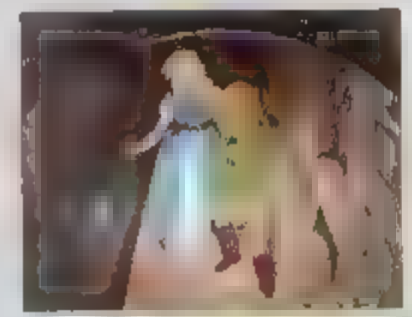
All magic medallions consume magical force, so keep a close eye on your Magic Meter when you use them.

10. Your Quest Begins...

With the knowledge you have gained so far you should be ready for your quest. But if you still have any doubts, what follows is a message for the legendary Hero Of Hyrule (which you may yet become) from the Hylian Book Of Mudora.

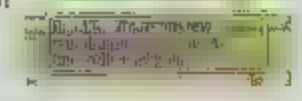
"We prophets of the Hylia know what your future holds. Listen carefully.

"The legend begins in your very own house. You have just been awakened by Zelda's voice. Follow your uncle as he sets out in the direction of the castle. Somewhere at the perimeter of the castle there is an underground entrance. You will have to search for it.



"Using the sword and shield you receive from your uncle, you can set about rescuing Zelda. Don't miss the boomerang hidden in the castle. If you defeat the soldiers and free Zelda from the prison, you can escape with her along a secret passageway and head for a magical study called Sanctuary.

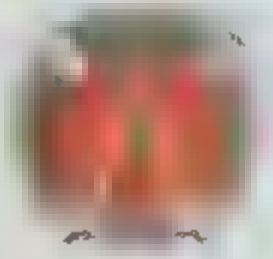
"If you make it to Sanctuary, listen carefully to what the sage and Zelda have to say. Now, you should know what you have to do. From here on, the places you have to go to will be displayed as symbols on the map. It is probably a good idea to keep an eye on the map while progressing. Start by going to Kakariko Village and picking up the information that is waiting for you there. You can also find some items in this village.



"When you find the elder he will tell you that you need the three Pendants of Virtue before you can claim the Master Sword. You will find the Pendants in the Eastern Palace, the Desert Palace and the Tower Of Hera. Defeat the masters of these dungeons to win the Pendants. The dungeons are complicated and full of formidable adversaries. Keep an eye on the map and be on the lookout for trouble as you advance through the dungeons. And when you are in the dungeons, it is imperative that you find the bow, Power Glove and Moon Pearl.

"When you have the three Pendants, you will be able to wield the Master Sword which sleeps in the Lost Woods. If you have the Master Sword you should head for Hyrule Castle to do battle with Agahnim the wizard.

Agahnim will use powerful sorcery against you, but if you truly understand the strength of the Master Sword, you can defeat him. When you take hold of the Master sword, try to recall the words of the elder. At this point, your destiny grows cloudy. The rest of the legend is yours to write! "

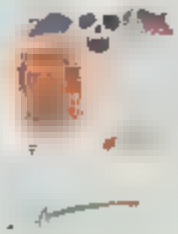


11. A Brief Bestiary Of Hyrule

Here, in the last part of this tome, I will introduce you to a few of the adversaries in this adventure. However formidable these creatures may seem, they are bound to have weak points. Discover their weaknesses to make your attacks more effective.

Stalfos Knight

This skeletal warrior is stationed in the Ice Palace. Even if you hit him with your sword, he always seems to come back to life. You will need some other weapon to deal this warrior the final blow.



Ball and Chain Trooper

Agahnim controls all of Hyrule Castle's soldiers, including this strong and skilled fighter. He guards Zelda's cell and other important areas of the Castle and attacks with a whirling ball and chain.

Grodos

This bandage swathed menace is indeed powerful. It can withstand repeated blows from the sword without even slowing down. However, it is rumored that it cannot stand fire.

Geldman

This sand-man lives beneath the shifting desert sands. He will jump out at you from the sand and strike at you unexpectedly

Hinox

This super-strong monster is rumored to inhabit the Dark World. Although he is amazingly strong, he cannot withstand the very bombs that he throws. Aim for the eye if you want to find his weak point

Snap Dragon

This strange creature was created as a result of a mad alchemist's plant experiments. He uses his tooth-filled maw to snap at anything that gets in his way as he hops about.

Helmasaur

The tough, armored head of this small saurian can easily withstand sword blows. Your best chance is to attack him from behind.

Wizzrobe

This wizard appears and disappears using magic. You can only damage him only while he is visible. The Wizzrobe attacks using magical beams of energy

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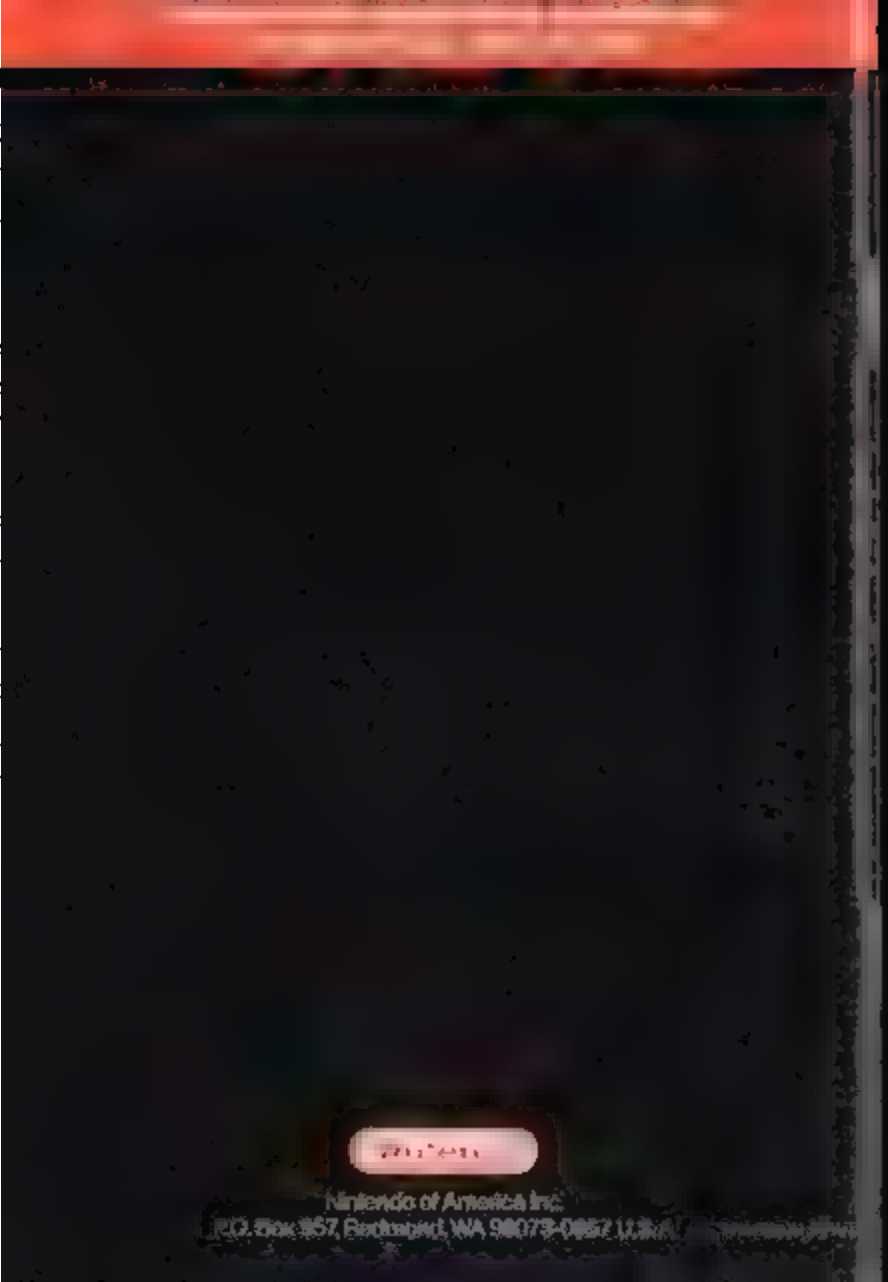
This warranty is valid only in the United States.



I found the room where Blind should be, but it's empty. How do I make Blind appear?

Use the map to go to the room that is directly above the room marked with a skull on your map. You will see a beam of light coming in through the window. Throw a bomb at that point to make a hole in the floor. The light will now shine into the dungeon master's room. Take the girl from the dungeon into that room and make the light shine on her.

ICE LAKE DUNGEON

I found a door at the very bottom of the Ice Palace (6F) that won't stay open when I step on the switch. What do I do?

This is difficult to explain. You need to push one of the ice blocks on 5F from the left side of the pit so it lands below, where you can push it onto the switch. But there are orange blocks in the way, so you will have to use the Crystal Switches creatively and backtrack through the dungeon.

MISERY MIRE DUNGEON

How do I open the entrance to the sixth dungeon?

You need the Ether Medallion from the top of Death Mountain. Stand on the Ether Symbol in the swamp and use the Medallion.

I don't understand the clue about lighting four torches. I can't find four torches in the same room.

The four torches are in two different rooms, each with two. Move the blocks out of the way of all torches, defeat as many of the Whitzrobes as possible, then quickly light the torches. The wall in the next room will move to reveal a pit. Jump into that pit to find the Big Key.

TURTLE ROCK DUNGEON

How do I get on top of Turtle Rock?

In Hyrule, go to the very east of the top of Death Mountain. You will find a platform with three stakes on top of it. Pound these into the ground in a counter-clockwise sequence to reveal the Magic Transporter that leads to the top of Turtle Rock.

I can't reach the lower level. Two Chain Chomps are blocking my path and I'm out of keys.

In the room with the Chain Chomps, hit the Crystal Switch to make the blue blocks sink. Then push one of the blocks to make the chest with a key inside appear.

HINTS ABOUT ITEMS:

Where is the Quake Medallion?

Throw an object into the small circle of stones near the source of the river in the Dark World. The Catfish there will give it to you.

Where is the Flute? What should I do with it?

Once you get the shovel from the Flute Playing Boy in the Dark World, return to the Light World and dig in the Haunted Grove. When you get the Flute, play it in front of Kakariko's weathercock.

How do I get a Super Bomb?

Go to the Bomb Shop alone after you finish dungeons five and six. The Bomb Boy will have a new Super Bomb for sale for 100 Rupees. You can use this Bomb to open the pyramid. The Faerie inside will turn your standard arrows into Silver Arrows.

FOR ADDITIONAL GAME PLAY HELP :

If you are still absolutely stumped, call Nintendo Game Play Counseling for help at 1-206-885-7529. Hours are between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

Nintendo

Nintendo of America Inc.

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THE LEGEND OF ZELDA®
A LINK TO THE PAST™

TOP SECRETS
Messages from Sahasrahla

WARNING:

This booklet contains the answers to some of the toughest puzzles that you will encounter during your quest as the legendary Hero of Hyrule. You should consult this booklet only as a last resort. At first, you should always trust in your potential to be the legendary Hero and try to solve the game on your own.

BASIC ADVENTURING TACTICS

If you are not sure about where to go next, see a fortune teller.

If you cannot proceed in a dungeon, try one of the following things:

-Use Bombs to break down a weakened wall.
-Use the Dash Attack to break down a weakened wall.
-Try to push a block.
-Shoot an arrow at a statue's eye.
-Pull on the tongue of a statue.
-Use Bombs to break a weakened floor.
-Try to jump into pits that already exist or that you make with a Bomb. There are some places where you can push blocks into pits.
-Cut down a curtain or vine with your sword.
-Try all your weapons against the masters of the dungeon. Aim your weapons at particular parts of their bodies, such as the tail and head.
-Light a torch (square gray fireplace) with the Lamp.
-Pull or push a moveable statue.
-Try to talk to the trees in the over world.

LIGHT WORLD

ESCAPING HYRULE CASTLE

My path through the escape passage is blocked.

Try pushing the blocks that are in your way.

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EASTERN PALACE

Where is the Big Key?

Look for a room where several Bubbles are spinning around a jar. Defeat all the Stalfos, Rocklops and Leevers to make the Bubbles fly away from the jar. Pick up the jar, step on the switch, and you will reveal the chest holding the Big Key.

DESERT PALACE

How do I open the Desert Palace?

Use the Book of Mudora to read the ancient letters. Your wish to enter will be granted. To get the book from the library, run and dash against the shelf.

I've come to a dead end in the north part of the Desert Palace. What do I do?

Light the four torches (square gray fireplaces) in the room guarded by the Red Rocklops.

MOUNTAIN TOWER

I can see the tower, but I can't find a way up!

Use the Magic Transporter on top of the mountain to go into the Dark World. In the Dark World, find the place that corresponds to where Spectacle Rock is in the Light World. Stand there and use the Magic Mirror. You should reappear on top of Spectacle Rock in the Light World (a piece of Heart will be nearby). Jump down from there to the top of the mountain.

Where is the Moon Pearl?

The Moon Pearl is in the big chest on the fourth floor of the tower. To reach it, you need to jump into a hole on the fifth floor. The hole you need will appear when you step on the star tile near the fifth floor fire bar. Use the map to find the correct hole.

HYRULE CASTLE TOWER

How do I open the door to the castle tower?

Hit the energy barrier with the Master Sword.

How do I get into Agahnim's room?

Cut down the curtains with your sword.

How do I defeat Agahnim?

Use the Master Sword to deflect the energy bolts he casts at you. Avoid the lightning and the blue energy bolts.

DARK WORLD

PALACE OF DARKNESS

Where is the Big Key?

Set a Bomb on one of the places where the floor is cracked to make a hole. Jump into the hole to the level below. Follow the narrow ledge to the stairs that lead to the Big Key.

Where is the big treasure chest in the Palace of Darkness?

After you cross the collapsing bridge, take a left into a dark room that is like a maze. Work your way down into the lower right part of the room and bomb the walls where there are cracks.

I'm at a deadend with a big one-eyed stone statue. What should I do?

Hit the statue in the eye with an arrow.

How do I beat the turtles in the Palace of Darkness?

Hit them once with the Hammer, then use your sword to destroy them.

FLOODED PALACE

How do I get into the second palace?

Near the entrance to the dungeon, use the Magic Mirror. Go into the corresponding entrance in the Light World. Pull the lever on the wall inside. When you exit, the swamp water will have receded. Go back to the Dark World (through the sparkle place created when you used the mirror). The Dark World palace will be flooded and you can swim inside (you'll need Zora's Flippers).

After I get the Big Key, I found a room where there are two shutters, but I can't find a way to open them.

The switch that will open the shutters is under a jar. This switch will simultaneously open both the left and right shutters.

How do I reach the master of this dungeon?

The entrance to it's lair is hidden under one of the waterfalls.

SKELETON FOREST

I can't reach the dungeon inside the forest.

There is a magic transporter close to Kakariko Village in the Light World hidden under a rock. You can reach it if you have the Hammer to pound down the stakes that guard it. Enter the Dark World from this transporter and it will be easy to reach the third dungeon. Pay close attention to the map of this dungeon. You will have to exit the dungeon and find the entrance to the next part in the forest. Try jumping into the pits you see in the forest.

BLIND'S DUNGEON

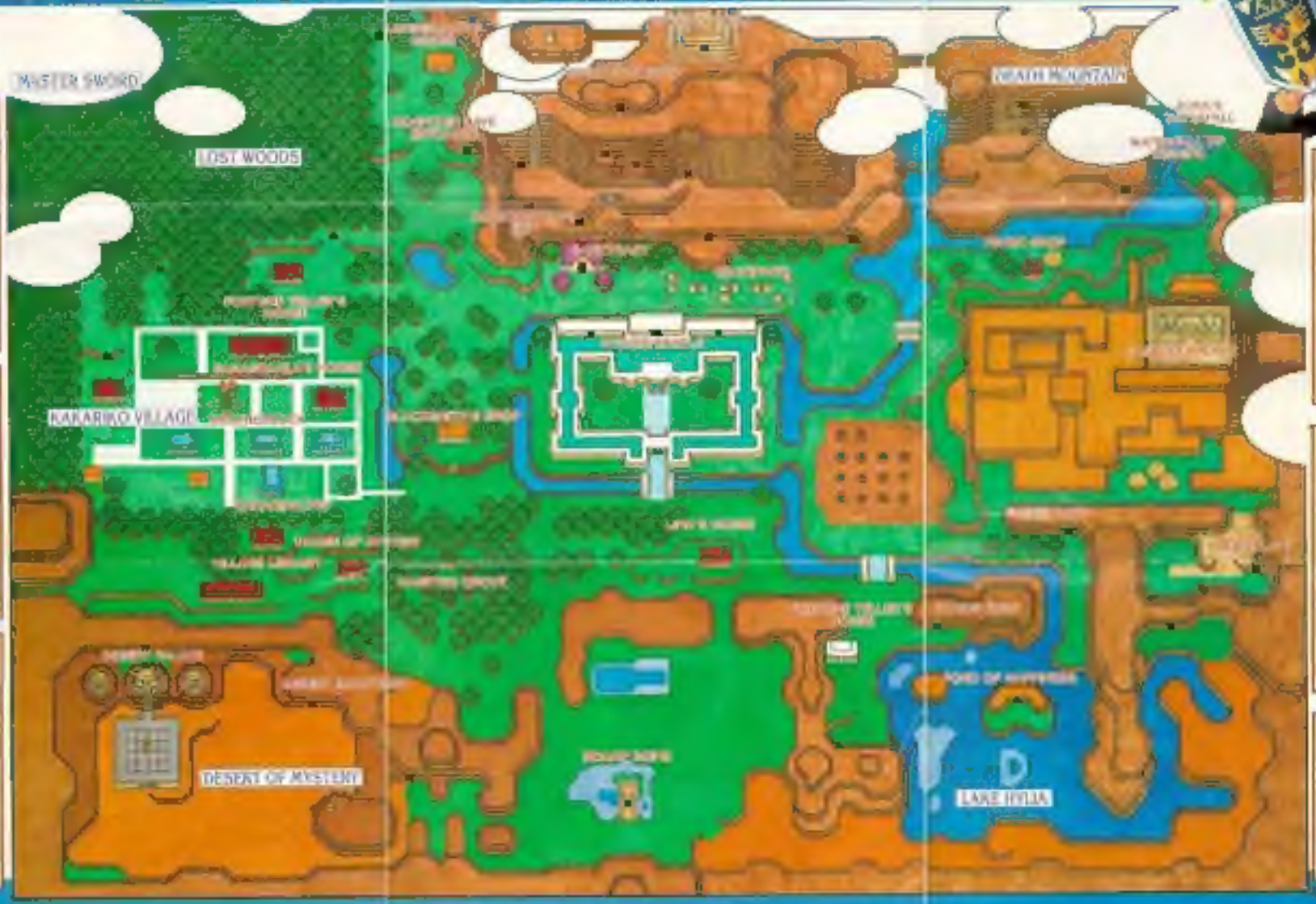
How do I open the entrance to Blind's Dungeon?

Pull on the gargoyle's pitchfork in the Village of Outcasts.

THE LEGEND OF ZELDA

HYRULE OVERWORLD LORE

Enter the fantasy world of Hyrule



Spectacle Rock

Follow The Map To Treasure

Hidden Caves

Magical Transporters

Listen To Your Elders

One-Way Doors

DUNGEON LORE

EASTERN PALACE

1F

TORCHES

DEFEAT CREEPY ENEMY

MASTER: ARMOS KNIGHTS

2F

KNOW YOUR ENEMIES

DESERT PALACE

B1

1F

2F

MASTER: SAND WORMS

MOUNTAIN TOWER

2F

4F

6F

MASTER: GIANT WORM

1F

3F

5F

NEXT: ENTER THE DARK WORLD